DOCUMENT RESUME

ED 202 822 SP 018 073

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TITLE Modifications of Team Sports Rules.
PUB DATE Apr 81
NOTE 14p.; Paper presented at the Annual Convention of the American Alliance for Health, Physical Education, Recreation and Dance (Boston, MA, April, 1981).

EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS *Athletics; Basketball; Field Hockey; Football; *Individual Differences; *Physical Activity Level; *Physical Education; Soccer; Softball; Volleyball
IDENTIFIERS *Rule Exceptions

ABSTRACT

In general, there are two reasons for modifying the rules in sport activities: (1) to meet a specific objective or (2) to solve a perceived problem. The sense of the original game is usually not altered significantly because the number of rule changes is kept to a minimum. Changes in rules may be made for administrative or financial reasons, or to adjust to the participants or to the quality or quantity of participation. Suggestions for modifying team sports are presented. Some rule modifications for soccer involve the adjusting to the height and number of team members, number of allowable hits, officiating, and allocating time. In football, there are rule modifications to prevent injuries and unnecessary collisions, alter the size and design of playing area, determine the time length for the game, and to break ties in the scoring. Two modifications for standard slow- and fast-pitch softball games deal with the length of the game and the amount of game action in the time period. Many skills used in playing ice hockey can be learned by replacing the ice rink with the gymnasium floor. There are many alternative rules that could be used in basketball to eliminate the stopping of the time clock and to keep the game moving. (CJ)

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MODIFICATIONS OF TEAM SPORTS RULES

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AAHPERD CONVENTION
Boston, MA
April, 1981

Why modify sports rules at all? Why not follow the official rules? In general, there are two reasons -- to meet a specific objective or to solve a perceived problem. And because of that, the sense of the original game is usually not altered significantly, because the number of rules changes is basically kept to a minimum -- only those that need to be changed. Specifically, several categories of reasons can be established.

1. ADMINISTRATIVE/FINANCIAL EASEMENTS
   a. time/space/personnel limitations
   b. officiating simplifications
   c. limitations on equipment and facility set-up
2. ADJUSTMENT TO PARTICIPANT PROFILES
   a. skill/fitness levels
   b. intellectual/social levels
   c. level of experience with sports participation
3. QUANTITY/QUALITY OF PARTICIPATION
   a. meaningful participation by everyone in a game
   b. equality of participation time by everyone on a team
   c. get most game action within available time allotted
4. ATMOSPHERE OF PLAY
   a. attitudes/behaviors
   b. safety

Any one rule modification can achieve more than one purpose, as we will see when we discuss specific sports. And one rule change may necessitate or lead to changes in other rules (for instance, a change in the size of a playing area may lead to a change in the number of players per team).

My presentation is directed toward the team sports that one would find in many standard intramural programs (softball, volleyball, basketball, football, floor hockey, and soccer). I won't be talking about any modifications which drastically alter the nature of a game, and I won't discuss co-ed modifications, because our association has published a booklet on that subject which can be purchased in the bookstore.

It might be that some of you have never been exposed to a discussion on rules modifications. If you get only one thing out of this presentation, I hope it's a frame of mind in which your thinking is not limited by tradition or past experience. Think open-mindedly. If a restriction or problem confronts you on a certain matter, think up a solution. Almost anything is possible.

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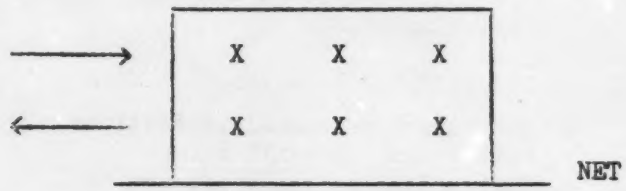
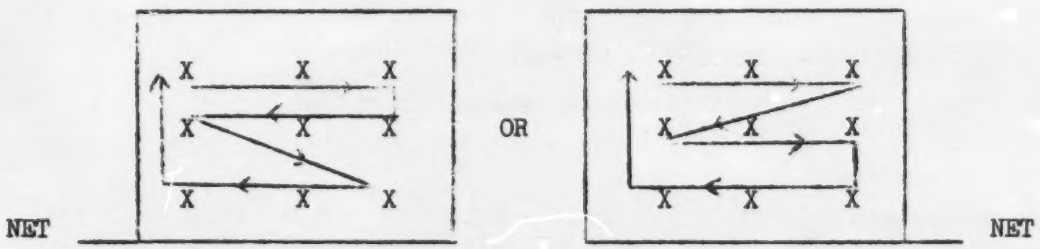
VOLLEYBALL

1. If you want people to be able to participate in all aspects of the game, such as blocking and spiking, and participants are generally too short to do so, lower the height of the net.
2. If too few people are available to form 6-person teams, play with fewer on a side -- 3-person volleyball is sometimes played, and it increases the amount of exercise and hitting opportunities for each player.
3. If there are too many people on a team, and equalized playing opportunities are desired, a rotation system can be devised such that on each volley, point, or change of service one person goes off the court and another comes on.



Of course, more than six people could be put on a court, but no more than nine (3 rows of 3). To accommodate more people, the depth of the court could be enlarge from 60 feet to 80 or 90 feet.

The rotation for nine people could look like this:



4. A maximum of three hits is usually allowed in playing the ball, which can limit the hitting opportunities for each player. If you wanted to improve that situation, make a rule which requires that a ball cannot be returned across the net until each player hits it at least once, and give a team unlimited hits.
5. The biggest hassle with volleyball is in officiating. Many people are not accustomed to playing volleyball as it is meant to be played, and it is difficult for them to understand what is meant by a "clearly hit" ball. Furthermore, they don't have the skill to hit the ball properly. An official who calls the game strictly typically gets involved in many explanations and disputes. So, it might be best to set distinct rules as to how (with what technique) a ball can and cannot be hit. Or, suggestions as to how a ball should or should not be hit can be communicated to players, and strictness of the official's call will be determined on that factor. Correct techniques elicit more sympathetic treatment than backyard techniques.

6. Most often, a volleyball match consists of the best two out of three games. In terms of time expenditure, there is a great deal of difference between playing two or three games. If an hour time slot is allotted for each match, a three-game match could go over that time, and a two-game match could come up 20 minutes short. If one wants to get the time factor under more predictable control, so one match can end and the next one start on time, one of two things can be done. Match length can be a function of time. Whoever is ahead after 45 minutes of running time is the winner; or whoever is ahead after 20 minutes actual playing time. Or, one game to a set number of points (35) could determine a winner.

   Another possibility is to set the rule that both the serving and receiving teams can score points, so every volley results in a point. Serves could even be alternated after every point.

   After a volley is completed, action could be speeded up and physical activity increased by making the team on whose side the ball lands serve the ball within 10 seconds after the whistle ended the previous play.

7. Regular volleyball rules don't allow for unlimited substitution, because a team can utilize a strong server by continually taking that person out on serve receptions and putting him/her in for the serve. A person may enter a game only three times. Thus, the participation of substitutes can be limited, and the scorekeeper must keep accurate record of who is or has been in the game how many times. To substantially eliminate those concerns, an unlimited substitution rule could be established such that any substitute must enter at the center back position (five places away from serving position).

8. Usually, two people officiate a game. One person can actually officiate and keep score without unduly lessening effectiveness. Obviously, that cuts down on personnel requirements and financial expenditures.

FOOTBALL

Football is the sport which requires the greatest degree of modification, affecting many aspects of the game. The greatest concern involves the atmosphere of play, whereby the safety of the players and their attitudes and behaviors toward each other are almost directly related to the level of body contact that is allowed. Of course, the quality of the officiating is a big factor, too. The harder people are hitting each other and the more it is perceived that hits are illegal, the more violent and vindictive people get, and the more injuries occur. Rules can be established to substantially reduce or eliminate body contact, particularly in the areas of blocking and tackling.

1. The tackle can be replaced by a one-hand touch, a two-hand touch, or the grabing of a flag which is attached to a player's belt. By far, the least violent of the three is the one-hand touch, because a defender can maintain some distance in making the tag. Body contact is more likely if a two-hand touch is required, because the defender must get closer to the ball-carrier to make the tag. The most contact comes with flag football, because it is much more difficult to grab a flag than touch a person, to the point that a defender must almost impede the ball-carrier briefly to get more time to grab the flag. The difficulty in grabbing the flag leads to more running plays, blocking on sweeps, and a rougher game. When a touch is involved, running plays become less practical, leading to a more wide open passing game, which

reduces body contact. Additionally, using touch over flag eliminates the need to purchase and care for flag equipment.

A rule should be established which penalizes players for making rough touches (unnecessary roughness). This is particularly important on pass plays. A defender should not be allowed to jar the ball loose from a pass receiver just after he/she touches the ball; and, after receptions, defenders may not roughly shove a receiver out of frustration. Unnecessary roughness might also be called on pass rushers who significantly contact the quarterback after the ball is released.

2. Blocking restrictions are difficult to deal with from an officiating standpoint. The more clearcut the rules, the easier it is to make decisions; but, if the officials have to make judgments as to the intensity of the block, there will be trouble. That probably happens most frequently when only screen type blocking is allowed. It's easy for the contact to escalate in the face of loose officiating, and the game atmosphere deteriorates into retaliation and player dissatisfaction. Furthermore, linemen who are relegated to screen blocking don't get the feeling of playing a significant role in the game. It's not much fun. It seems best to either allow significant contact on blocks or allow no blocking at all.

   Certain rules can be set up when intense contact is allowed:

   (a) no leaving feet during block
   (b) no blocking below waist
   (c) no blocking beyond line of scrimmage
   (d) no spearing with head
   (e) no forearms beyond 90 degrees with upper arm

   When no blocking is allowed, a rule must be established to give the quarterback time to throw the ball. That can be done by either delaying the pass rush or not allowing one at all. The pass rush can be delayed by setting the defensive line of scrimmage five yards from the ball and letting the defense rush at the time of the snap. If no pass rush is allowed, a time limit of five seconds can be placed on the offensive team to get the ball across the line of scrimmage either on a run or a pass.

3. Another rule which might be helpful in reducing body contact is to pronounce the ball dead anytime it hits the ground, which includes bad snaps from center and fumbles. Pile-ups and potential injury can be avoided.

4. Perhaps the most violent collisions in football occur during kicking situations. There are six instances in which a ball can be kicked, and they can be either eliminated or modified.

   (a) PUNTS: offense must declare intention to kick; defense cannot rush punter and cannot cross line of scrimmage until ball is kicked; at least four defenders must line up at line of scrimmage until ball is kicked, so the receiving team cannot form a wedge for the punt returner and have many bodies colliding at high speed.

   (b) QUICK KICKS: not allowed, since intention to kick must be declared.

   (c) FIELD GOALS & EXTRA POINTS: intention to kick must be declared; no crossing of line of scrimmage by defense.

   (d) KICKOFFS & KICKS AFTER SAFETY: require four receiving team members to stand 10-15 yards from ball until kicked, which eliminates wedge possibility and reduces high speed collisions.

Regardless of what modifications are applied to kicking situations, injury from collisions is probable. It may be wise, therefore, to eliminate the kicking game entirely. Punts can be eliminated by forcing the offensive team to run a regular play on fourth down; and if that doesn't result in a first down or touchdown, the other team takes over either at the current line of scrimmage or half the distance toward the goal of the defensive team. The need for goal posts can be eliminated by eliminating field goals and extra points. If extra points are desired, they may be made by running a play from scrimmage. In place of kickoffs and kicks after safety, the offensive team gets the ball on a certain yard line to start play.

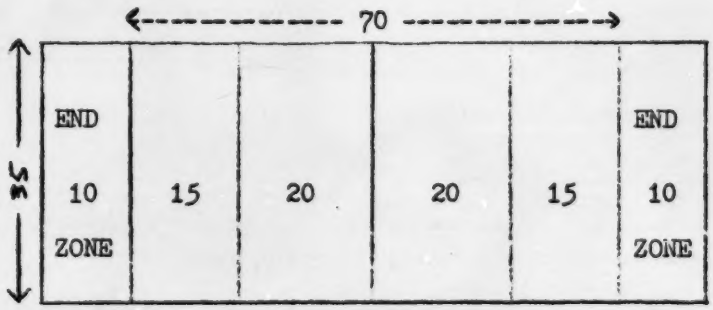
Aside from reducing body contact, another important advantage of eliminating the kicking game is the ease of officiating. Almost half of an official football rule book is devoted to the kicking game and all the wierd things that can happen during a play. Much rules study and eventual argument on the field can be eliminated.

5. Many concerns with the game of football can be solved by simply modifying the size and design of the field. The three most common alterations are to reduce the dimensions, eliminate the goal posts, and reduce the number of lines, thereby altering their spacing.

   An official sized field is 50 X 100 yards. It can be reduced in size as much as desired, as long as the proportions of length and width stay the same (2 to 1). For instance, a field could be 35 X 70 yards. There are several reasons for adjusting the size of the field.

   (a) Reduction in the size of the field corresponds to any reduction in the number of players per side (reasons for that discussed later).
   (b) It may allow one to fit more fields into the total space available.
   (c) A smaller field adapts to players who are of lower skill and fitness levels. There is not as much running involved, and the compactness of the game lessens the effect of the players who are fast, quick, and skilled, because differences in movement amongst players become more evident in larger spaces.

   The lines on a regulation field are five yards apart, and first downs are made by going ten yards, a distance measured by use of chains. The chains and personnel to use them can be eliminated by marking the field with lines that are 15-20 yards apart, or with just a mid-field line. First downs are earned by advancing the ball across the next line, regardless of how far away from the next line a series of downs started. There is also a lessened necessity for a precise marking of the ball, and time is saved by not having to move the chains around and make measurements.



If marking lines on a field is a major problem, they can be eliminated entirely, and orange cones can be used to outline the field's borders. Then, the rule could be established that no first downs are possible, and a team has 5, 6, or 7 downs in which to score a touchdown.

6. The number of players on a team can be reduced from the usual eleven to nine, eight, seven, or six. That can correspond to a reduction in the size of the field and a reduction in the number of officials required (to about three). Having fewer players on the field obviously reduces the number of people hitting each other and the number of people the officials have to watch hitting each other. The probable results are fewer injuries, a better officiated game, and a more controlled atmosphere.

7. As with all sports, predictable game length is important so one game can end and the next one start on time. If scheduling takes place on an hour-per-game basis, two halves of 18 minutes each running time is about right, with a five-minute halftime and two times out per game allowed each team. The clock is stopped after touchdowns, during penalty discussions and enforcements, and after each play during the last 30 seconds of the game (by doing so, reasonable order can be established at the end of the game, preventing either the chaos involved with getting plays off quickly with a running clock or any purposeful delays of the game).

8. In order to simplify the game somewhat, the ball can be spotted in the middle of the field for all plays. That relieves the quarterback from having to consider which side of the field the ball is on when calling a play. It also eliminates the need for hash marks on the field.

9. Further simplification for both players and officials can be had by allowing any formation on plays from scrimmage and allowing all players on the team eligibility to catch a pass. Such a rule gives each player a greater potential for meaningful participation in a game, and it will influence a team toward more of a passing than a running offense. A game dominated by passing usually results in a less violent situation and one which is easier to control by the officials.

10. One can adapt to the skill and size of the players by using junior-sized footballs, which are easier to grip and throw.

11. Breaking Ties: An overtime period is conducted whereby each team gets to run one series of downs. The ball is placed at the mid-field line, and Team A runs four downs. Team B takes over where Team A's series ended, and it tries to advance the ball for four downs. If, after both teams have had a possession, the ball ends up in Team A's territory, Team B wins. If the ball ends up in Team B's territory, Team A wins.

    If a team scores a touchdown, and it has downs remaining, the ball is again placed on the mid-field line, and the remaining downs are run. The other team, to win, must score a touchdown from the point where the other team's series ended, then move the ball any distance beyond the mid-field line.

    An interception or fumble recovery by the defense terminates the offense's series of downs. For interceptions, the ball is put in play by the intercepting team at the last line of scrimmage or where the run-back ends, whichever is to the advantage of the intercepting team. For fumbles, the ball is put in play by the recovering team at the point of the fumble or where the runback ends, whichever is to the advantage of the recovering team.

    Penalties are enforced as usual, except for defensive pass interference. The offense has the choice of taking the ball at the spot of the foul and having the down count, or taking the play over.

SOFTBALL

Virtually all of us are familiar with the differences between fast-pitch and slow-pitch softball, with slow-pitch actually being developed to solve problems with fast-pitch. I have only two modifications for the standard slow-pitch and fast-pitch games, and they deal with the length of the game and the amount of game action per time period.

1. Slow-pitch was established to get more offense into the game, but many times too much offense results, and games last too long. If time slots for games are about one hour, then games can be completed more quickly, without changing the nature of the result, by instituting the following rule:

   The umpire may stop a game and declare a winner when, after 45 minutes or four innings of play, a team is 10 runs or more ahead.

   In that way, a mismatch won't drag out to some ridiculous time expenditure.

2. In both slow-pitch and fast-pitch, much game time is spent watching the pitcher and catcher play catch with the ball, as many pitches go unhit. The game could be speeded up by lowering the number of balls and strikes allowed per at bat to three balls for a walk and two strikes for an out. A two balls -- one strike ratio could also be utilized.

3. The game of softball has several significant problems with it, whether it be fast- or slow-pitch. When fast-pitch is played, a good pitcher dominates the game and the batters can't hit the ball, resulting in little offense and low scores. When playing slow-pitch, the high arc of a pitch impedes the batter's ability to take a level swing at the ball. In both fast- and slow-pitch, softball rules do not allow for free substitution, meaning that once a player comes out of the game, he/she is out for good. And, as just mentioned, game action can be too slow when the pitcher throws too many unhit pitches. Those major problems can be solved by instituting one, two, or three-pitch softball. The essential rules are these:

   (a) The batting team supplies its own pitcher, and the fielding team supplies the catcher. If two-pitch softball is being played, the batter must hit a fair ball either on the first or second pitch. The pitcher, since he/she is a teammate of the batter, tries to feed the batter good pitches to hit. Any pitch which is not swung at, fouled off, or swung at and missed counts as one of the two allowed pitches. If, on the second pitch, a fair ball is not hit, the batter is automatically out. The ball cannot be bunted. The rule stimulates more game action and excitement within the allotted playing time, and it allows the batter to take a normal swing at a pitch. It also allows the poorer players to hit the ball more often and more solidly.

   (b) The pitcher may not touch a batted ball, whether such touching is intentional or unintentional. If the ball <u>is</u> touched, the batter and baserunners are awarded one base.

   (c) An inning for the hitting team consists of the whole team going to bat (number of players who are in the field). The number of outs made is irrelevant to the length of an inning, except that, when the last person comes to bat, the offensive team continues to bat around until an out is made. That's so the last batter doesn't need to hit a home run in order

to score. The idea of batting through the whole order each inning fosters a more even participation amongst the individuals playing. The players on poor teams get to bat approximately the same number of times as the players on good teams.

(d) The batting order can be changed from inning to inning; and, because of that, and the way an inning is conducted, there can be a lenient rule on substitutions. A team may constantly change its fielding line-up without permanently removing players from the game; and the people who play the field are not required to be the ones who bat. This allows for maximum flexibility in shuffling players in and out of a game; and it can allow a team to play some of its poorer players without permanently removing the better players from the game, which would jeopardize a team victory. So, total team participation should be enhanced.

One of the concommitant advantages of one, two, or three-pitch softball is that only one umpire is required to control the game. Since balls and strikes are not called, the lone umpire can call the bases from behind the pitcher.

4.

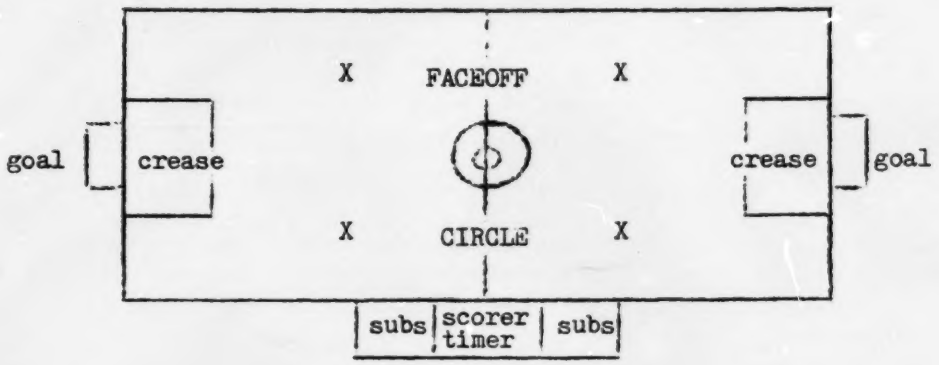
Let's say you have a field space which is not quite big enough to hold one game at each of its corners, because outfielders from adjoining fields will overlap, creating an unsafe playing situation. Yet, you'd really like to have four fields because the number of teams requires more than two fields, and the total field is temptingly large enough to try to squeeze in four fields. What to do? Change the rules to eliminate the outfielder overlap. That can be done by eliminating the right half of the outfield on each field. The foul line goes from home plate through second base; so, a fly ball, to be fair, must be hit to the left side of the outfield. There is no need for a rightfielder. Ground balls may be hit to and through the right side of the infield, but any untouched ball is rules foul if it lands on the fly beyond the lines connecting the bases. Further, any ground ball that is hit through the right side of the infield is a maximum two-base hit. The batter-runner must reach second base on his/her own merit, however. A player may be in every normal fielding position in the infield, but only two outfielders are allowed. This type of game also suits a situation where it is difficult for teams to field 10 players. Here, only 7 to 8 players are necessary.

Another possibility in this situation is to use flight-restricted balls or the 16-inch softballs which don't travel as far and as fast as regular balls. They also make it easier for the defense to field, and they can be utilized for play with poorly skilled players.

ICE HOCKEY

Ice hockey is a very difficult game to play, if for no other reason than it involves a form of locomotion which is not as natural as running. Participation in the game is completely unavailable to those who cannot skate, and it is probably not enjoyable to those whose poor skating abilities do not allow them to concentrate on performing the skills of the game. Just remaining upright is the major achievement. So, to make the game playable by almost anyone, ice rinks are replaced by gyms, and you have floor hockey, which involves running instead of skating. Although that's the major change in the nature of the game, other significant modifications can be made to improve the efficiency of administration and atmosphere of play, as well as the safety of players.

1. Let's look at the playing area first. It is actually a basketball court surrounded by rebounding surfaces, such as walls or overturned benches.



The goals are of standard size, and they can be purchased from an equipment company. They are rather light and easily moved, so they must be anchored in the rear by heavy objects such as concrete blocks. A crease area is marked off such that it is much larger than in ice hockey. This is to protect the goalie from undesirable crowding and body contact. A suggested size might be: six feet from goal mouth toward the center line, and a three-foot extention beyond both sides of the goal. The center circle of the basketball court serves as the center faceoff circle. Auxiliary faceoff circles are marked with X's. All markings can be made with plastic floor tape. An area must be blocked off for subs and the scorer-timer.

2. The investment in equipment is rather small. Besides the goals, one need only buy sticks and pucks of hard plastic. Little or no personal equipment is required of the players. Gloves can be worn by all players, and a baseball glove can be used by the goalie.

3. Ideally, the game is administered by three officials. One is the scorer-timer. The other two officiate the game and, in so doing, position themselves on the floor in a manner similar to that used in basketball.

4. As with other sports whose game length depends on time, a continuously running clock is used to standardize game length. Officiating movements must be quick and accurate to keep the game moving. A sudden-death overtime period can be used to break ties, or ties can stand as they are. That choice can actually be made with the other team sports as well. The advantage of ending a game after regulation time, whether tied or not, is that the next game can be started on time. A sudden-death period would likely cause an overrun.

If ties are allowed, team records and standings can be kept as they are in hockey, with 2 points for a win and one point for a tie.

5. Six players on a side is about right. One wants to minimize congestion on the court, especially around the puck. In order to do that, restrictions on team alignments are important. It's best to have players designated to halves of the court, such that no more than three players on a team may be in either half of the court. In essence, what that means is that a team will have a goalie and two defenders in its defensive zone, and three forwards in its offensive zone. Therefore, three offensive players go against two defenders, with the goalie usually staying in the crease. That gives the offensive players a reasonable opportunity to control the puck in the offensive zone in order to set up a play. Otherwise, so many players would congregate around the puck and goal area that passing and scoring would be accomplished more out of luck than skilled performance. Player safety, too, would be improved by spreading people out.

   If that arrangement somehow results in the offense controlling the puck for too long a time, and that could happen with highly skilled players, then the following adjustment can be made: allow one person per team to swing back and forth from zone to zone. So, the rule then would be that no team may have more than three people in a zone, excluding the goalie. That results in a three-on-three situation in a zone, rather than a three-on-two.

   Any violation of the alignment rule is called offsides.

6. A way to handle faceoffs is to have the puck placed on the correct spot (this can be done by the players), and the players place their sticks on the floor with leading edge of blade distinctly away from the puck. The official blows the whistle to start play. This procedure allows the official to view action from a standard vantage point, rather than one which would have him/her tangled amongst players.

7. In order to establish a non-violent atmosphere of play, and to improve player safety, two rules are necessary.

   (a) Body checking is forbidden. Contact is viewed in the same manner as in basketball. The puck must be played, not the player. An indirect advantage of this rule is that people who know basketball can officiate floor hockey, even if they are somewhat unfamiliar with regular hockey.

   (b) A player may not raise the blade of the stick beyond chest level at any time (that includes backswings and follow-throughs on shots). Further, no slashing or hooking of another player with the stick is allowed.

8. Any infraction against a player, by means of body or stick, results in a penalty shot for the offended player and a foul recorded against the offender. Upon commission of a set number of fouls (three, for instance), a player is permanently removed from the game. That procedure is used for simplicity of administration. Normal hackey rules provide for the serving of penalty minutes in a penalty box by offending players. That, however, would require one or two extra officials and at least four extra stop watches to properly administer the penalties. It is far more efficient in time, personnel, and confusion saved to use the foul-recording system. Also, the penalty shot is a much more severe imposition on a team than is playing short-handed, because goals are more likely to be scored directly off a penalty shot. For the same reason, all infractions in the game, including offsides, delay of game, illegal substitution, and so forth can carry with them the penalty of a penalty shot.

No foul, however, is recorded against a player. If you don't like the idea of the penalty shot for offsides, just conduct a faceoff in the offending team's zone.

If the penalty shot - foul recording system is seen to be undesirable, then teams can play short-handed with the following provisions:

(a) The offending team plays short-handed in its defensive zone. If second and third players go to the penalty box, they vacate spots in the defensive zone until only the goalie remains.

OR

(b) If an infraction is committed by a forward in the offensive zone, then the vacated spot is in that zone. If the foul occurs in the defensive zone, then the defender goes out.

Another disadvantage of working with a penalty box system is that the officials may have difficulty spotting offsides in short-handed situations. They must always be aware of how many people should be on a team and in which zone they should be. Also, since there are more things to keep track of, there is a greater chance of making mistakes, which in turn leads to player dissatisfaction and arguments. It's best to keep the game as simple as possible for the officials.

9. Simplicity of officiating can also be applied to the penalty shot. Normally, a player gets to skate in on the goalie uncontested, but he/she must take the one allowable shot all in one smooth movement, without stopping or hesitating. That's a judgment for the official that need not be present. Here's how it can be done.

Place the puck at the center circle. All players are off to the side, except the goalie and the one who will take the shot. The goalie must stand, initially, in the crease. When the official blows the whistle, the offensive player has ten seconds in which to score. Any number of shots can be taken within the ten seconds. However, the period ends immediately when the goalie freezes the puck or either player hits the puck out of play.

BASKETBALL

1. A major objective in modifying basketball rules is to keep the game moving within a specific time frame. There are three keys to accomplishing that. One is to keep the clock running throughout all the dead ball situations that would ordinarily stop the clock. The second is to have officials speed up play by quickly administering free throws, jump balls, and out-of-bounds plays. Since the clock is running, officials cannot take the time for administration as they normally would if the clock were stopped. Because of the potential frenzy involved late in the game with a running clock, game conditions could be calmed by stopping the clock in dead ball situations during the last two minutes. The third key is to eliminate several of the dead ball situations which would normally require the stopping of the clock.
Some examples:

(a) Eliminate halftimes and maybe even times out. Teams switch ends of the playing area at the midway point in the game. This rule can be incorporated into any timed game, and it increases actual playing time, as well as fostering the liberal use of substitutes.

(b) Eliminate one-and-one foul shots. Only shoot technical fouls and two-shot fouls. For all other fouls, the ball is taken out-of-bounds by the offended team. If the clock is to be stopped during the last two minutes, then all fouls can be shot, and they can be two-shot fouls in order to penalize players who purposely foul late in the game, but try to make it look inadvertent. This also eliminates the need for a decision by the officials as to whether or not a foul was purposeful. Another possibility is to eliminate foul shooting entirely, and simply award a team two points for a two-shot foul.

(c) Substitutions can be made on the fly, while play is still on. Incoming and outgoing players must touch hands at the scorer's table before a substitution is legal.

(d) Jump balls can be eliminated, and teams get the ball out-of-bounds on an alternate basis. The scorer must keep track of which team got the ball last.

2. Another strategy for controlling game length is to start and stop all games at a specified time, regardless of whether or not teams are ready. For instance, if game time is 8:00 PM and four games are being played at the same time, a central clock starts all games at 8:00 PM and ends all of them at 8:50 PM. Any team which is not ready to play at 8:00 PM is penalized by a certain number of points for each minute it is late.

3. Tie games can be settled by running a short overtime period (two minutes) or a sudden-death period, in which the first team that scores wins.

4. If the number of teams greatly outweighs court space and time availabilities, then one might consider playing four-on-four half-court games.

5. The skill and size of the players can be adapted to by altering the size and weight of the ball and the height of the rim, if goals are adjustable.

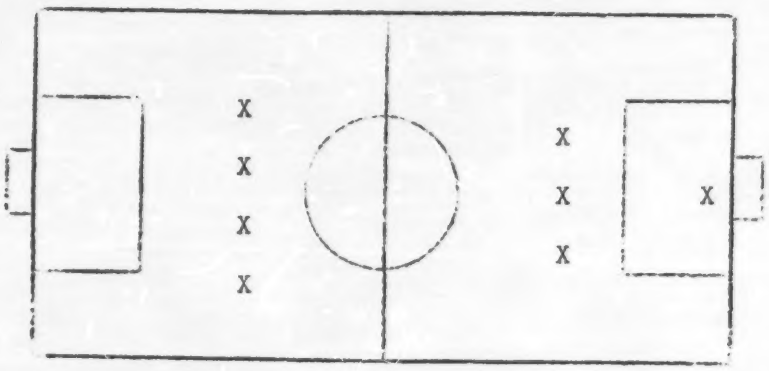
SOCCER

Americans, in general, do not play soccer well: so, some adjustments can be made to make the game easier and more enjoyable for the low-skilled players.

1. Reduce the number of players on a team to about seven. Fewer people on the field allow low-skilled players more time and space in which to handle the ball comfortably. It also stimulates more running per player.

   Along with reducing the number of players, the size of the field could be reduced, if there is limited field space or if the age of the players is such that they can't be expected to run up and down a regular-sized field.

2. Also, you could do what was suggested for floor hockey. Divide teams into offensive and defensive players, restricting their movements to their respective halves of the field. If eight players are on a side, the goalie and three defensive players are in one zone and four players are on offense. That sets up a four on three offense to defense situation, which should make it easier for the offense to control the ball and set up plays. It also reduces the amount of running per player. At halftime, offensive and defensive players could switch duties, with one player on each side remaining on offense, to maintain the 4-3 offensive edge. See sketch on next page.



3. Scoring can be made easier by eliminating the usual offsides provision. That also makes it easier for the officials.

4. Since scoring can be hard to come by, and tie games are frequent occurrences, a tie-breaking mechanism could be to give the win to the team with the greater number of corner kicks. If still tied, play a sudden-death overtime period, whereby the winner is the first team to score a goal or corner kick.

   Another possibility is to engage in a penalty kick showdown. A player from Team A attempts a penalty kick, after which a player from Team B attempts one. If one player scores and the other doesn't, then the winner is the team whose player made the goal. In the event both players either miss or score, the alternating penalty kicks continue until someone scores and the other player misses.

5. If, for any reason, a regular-sized soccer goal is seen to be too large, then a smaller goal may be used. A field hockey goal is a possibility.